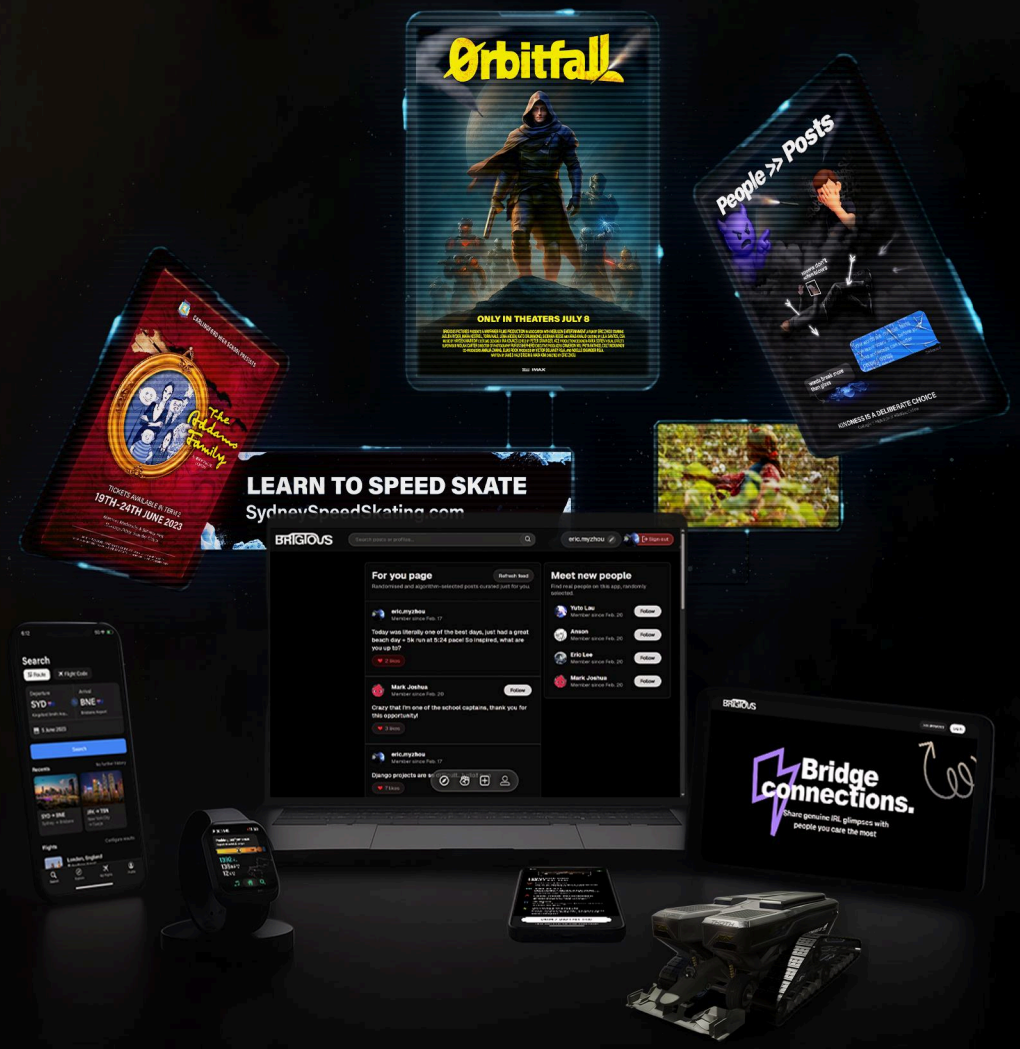
Eric Zhou

Year 12, Carlingford High School

I'm a passionate student, who thrives on creating engaging and functional digital products, and wishes to submerge further into design.

Achievements highlights

- Winning design campaign - Carlingford HS musical
- Winning website - Australian business week program
- 2025 Software Engineering: A (90%*)
- 2024 Software Engineering: A (90%*)
- 2023 Information & Software Technology: A (89%)
- 2023 Multimedia: A (87%)
- 2022 Information & Software Technology: A (89%)
- Graphic designer - Sydney Speed Skating Club



Selected works – See full details ahead

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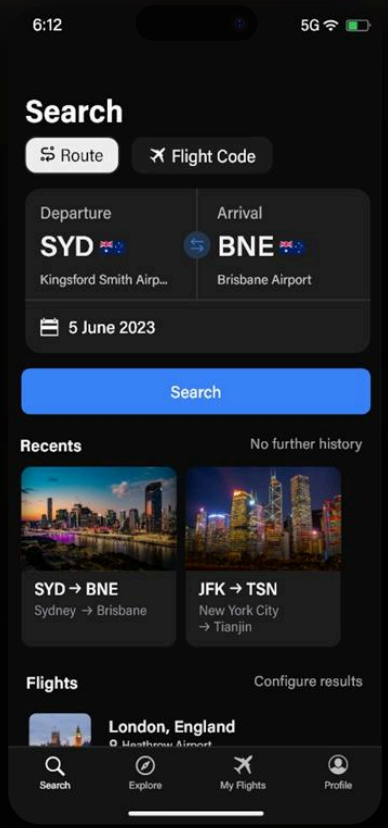
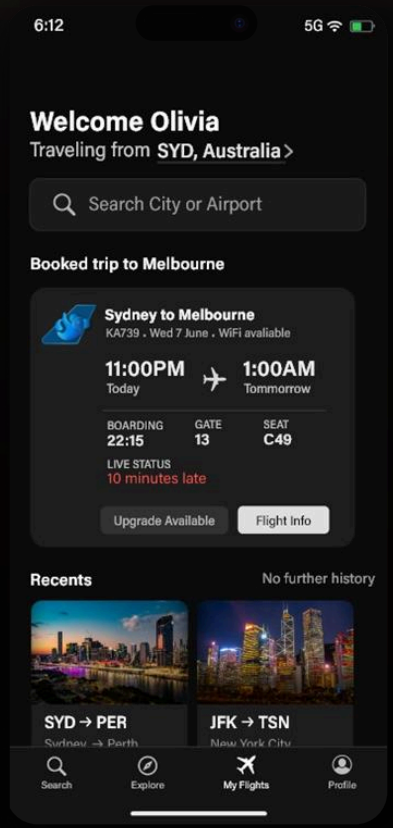
UX / UI Design

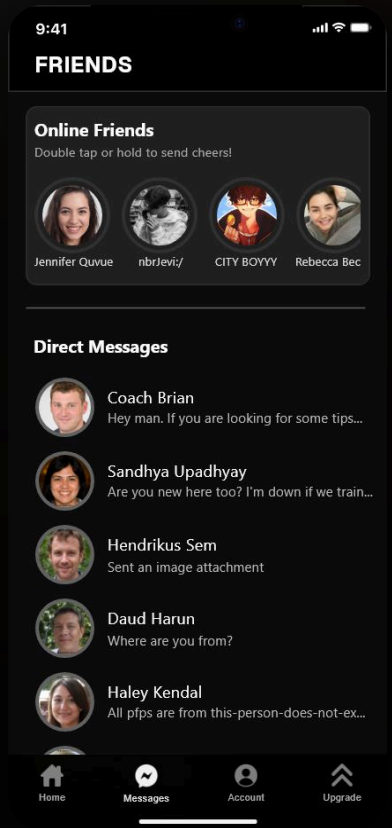
This is a selection of my interaction designs from various projects, across responsive web, mobile and emerging platforms.

Tools involved

Figma · XD · InDesign · Illustrator







Experimenting

Material effects, a concept I explored two years before Apple's LiquidGlass update is applied to the bottom tab to indicate current selection and pagination.

Following patterns

The paywall onboarding design follows SwiftUI and native app patterns to present information. This shows my ability to follow design system patterns.

Identifying gaps

When benchmarking Qantas, I realised that the customer requires multiple clicks to search. To simplify the experience, I integrated search and filter options with flight status into one unified element.

Communicating visually

The careful selection of colours, icons and clear hierarchy helps the customer focus on what's important fast.

Empathising with users

My research showed that while people are motivated by social validation, existing fitness apps rarely included it within their products. I decided to fill this gap with my designs at a system and user level.

Programming

I have experience turning wireframes into real-world products. My knowledge of programming with multiple languages helps me to navigate technical limitations within my designs, to balance my creative vision between innovation and feasibility.

My solo project, BRIGIOUS, is a fully functional social media web app that demonstrates my ability to deliver both creative and technical solutions.

100%
Assessment grade for BRIGIOUS part 1 in Year 12 Software Engineering

93%
Assessment grade for BRIGIOUS part 2 in Year 12 Software Engineering

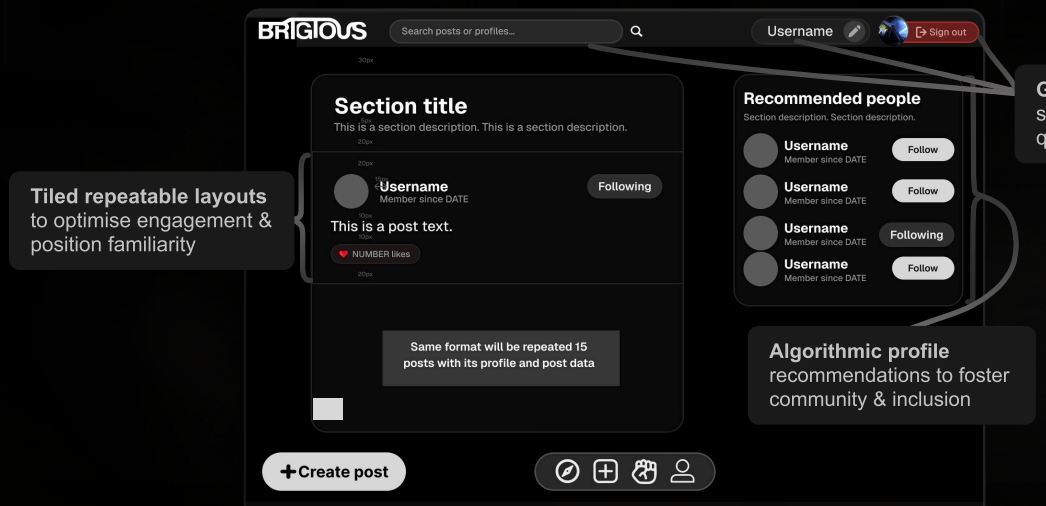
Tools involved

HTML · CSS · JavaScript · JSON · Python · Pygame · SQLite · Django · VSCode

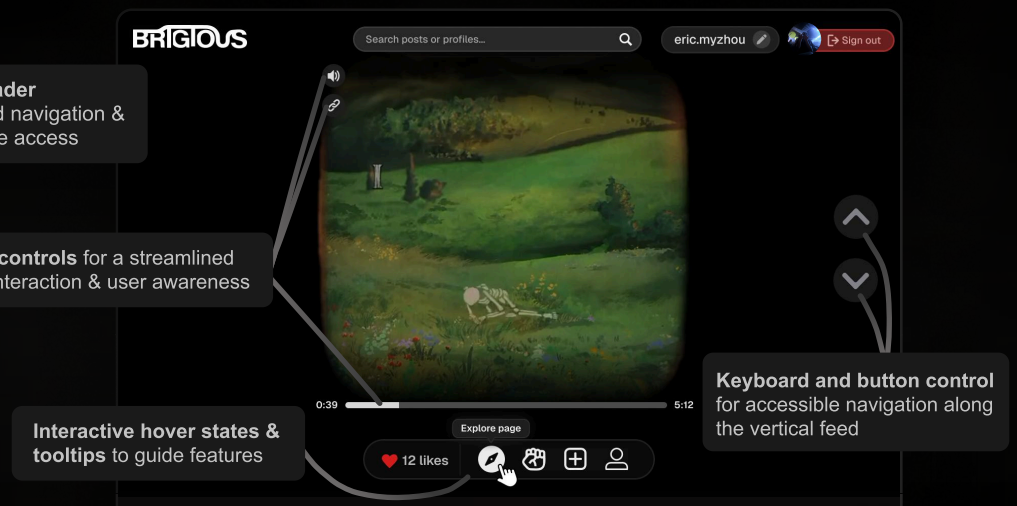
Case study

I am the solo creator of BRIGIOUS, a platform for creating, sharing and reacting to posts. I built its industry-standard tech stack: a relational database, REST APIs, and an MVC view layer. The feed uses a custom algorithm that balances recency and user engagement, supporting real-time updates and moderation.

Within the project, I created a Motivation feed aimed to boost user well-being with short videos and quotes. Its lightweight interaction design maximizes user satisfaction and return rates. My system-level choices (such as ranking, rate limiting, and feedback loops) transform isolated features into a cohesive, user-centric product.



Storyboarding version for the user feed implementation



Scrollable motivation algorithmically displaying videos and quotes

Tools involved

Photoshop Lightroom Illustrator Blender

Graphic design

My diverse graphic design projects include logos, posters and product branding. Selected graphics here showcase my ability to create effective visual communication across diverse mediums.

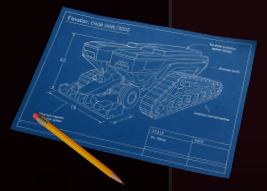
The Addams' Family poster won my school's design campaign, and became the official advertisement for the Carlingford High School musical, with 200+ posters across the campus and online.

My role as graphic designer at Sydney Speed Skating Club involves proposing and implementing marketing campaigns, in collaboration with the club president and members. My latest poster will be displayed at Macquarie Ice Rink (Sydney's only Olympic-sized rink) aimed to acquire new students for the club.

Selected work

Game, 3D & video design

My work with 3D environments, video and sound creation has allowed me to continue to expand my skillset. This passion for growth is a core part of my process, and I am confident it will continue to guide my work at UNSW.



Tools involved

Blender · Unity · Premiere Pro · Audition · Illustrator

A 1st-person, soccer racetrack game developed using Unity 3D engine. My role in this collaborative project included game development, mechanics design, promotion and sound engineering to create an immersive experience.

It was showcased at my school's Game Festival here.

The 3D render of a landmine removal machine is created using a combination of sculping techniques and online assets in Blender. The final design balances a client's technical requirements with artistic choices.

This 40-second video is part of the winning campaign for the Australian Business Week program, at Carlingford High School.

Visit the full website here.